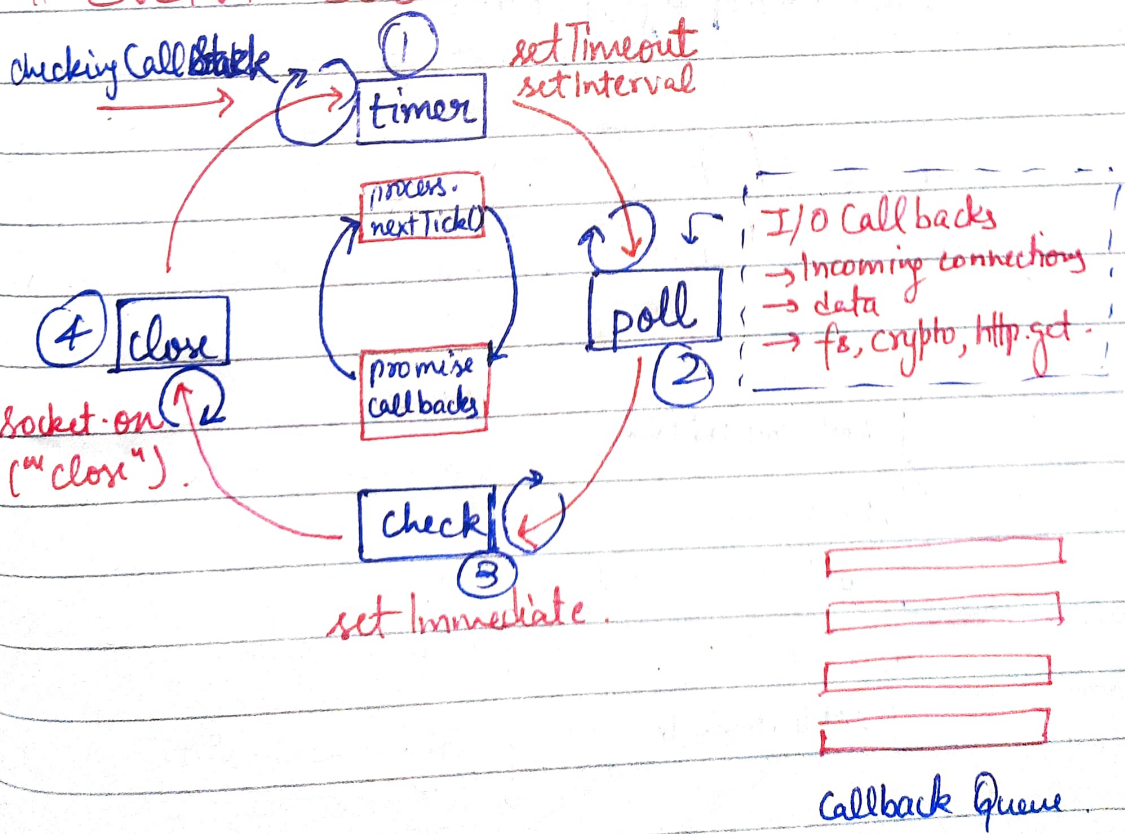
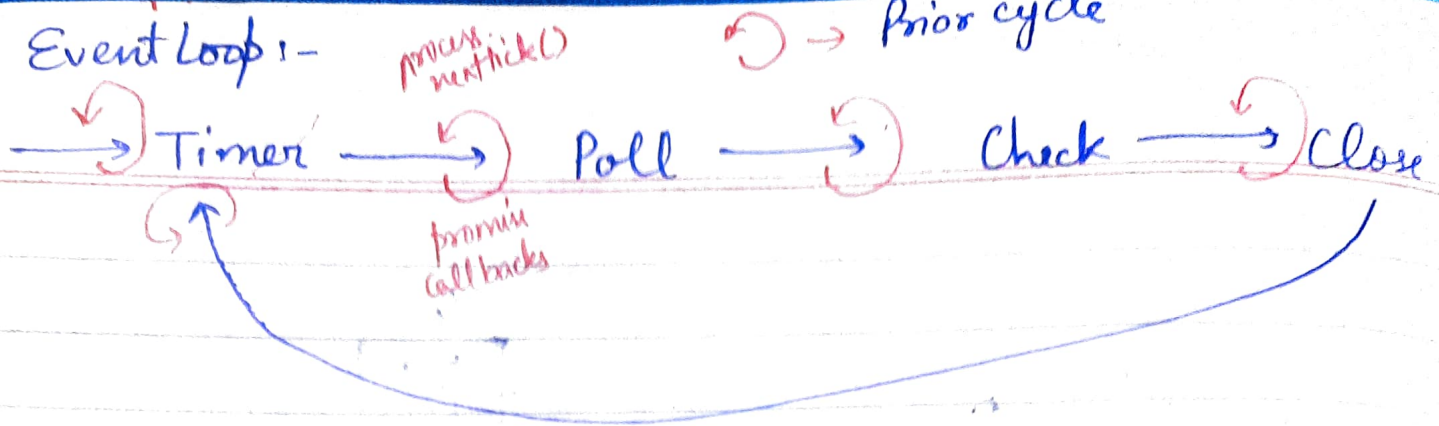


* Event loop continuously checks callback queue & Callstack & whenever call stack is empty it pushes some code to Callstack.

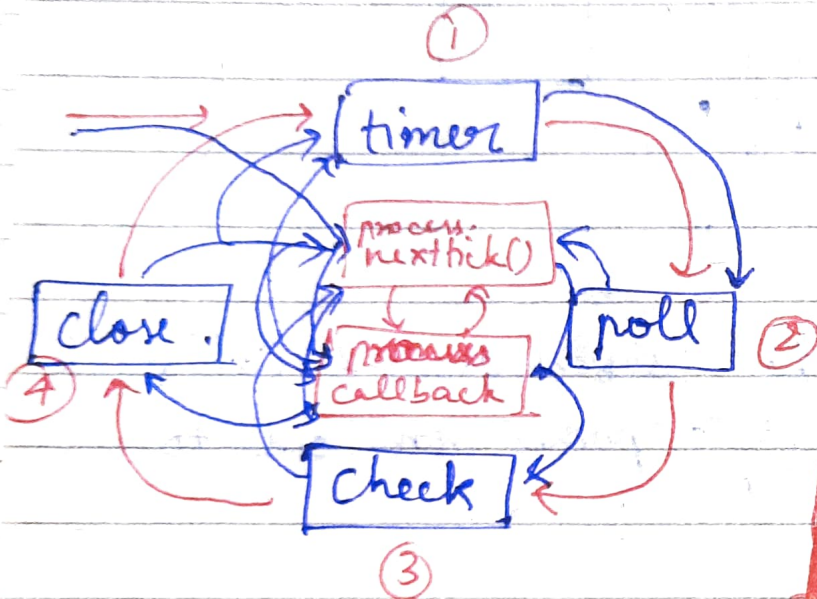
EVENT LOOP



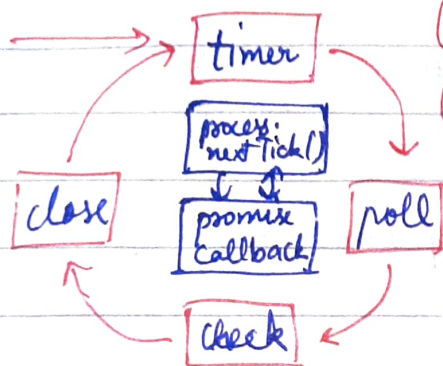
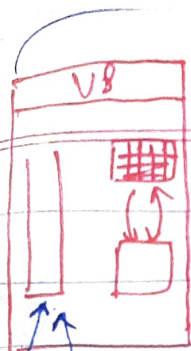
Event Loop:-



* At every step it will check the callbacks if something's there.



- ① `process.nextTick(cb);`
- ② `promise.resolve(cb);`
- ③ `setTimeout(cb, 0);`
- ⑤ `setImmediate(cb);`
- ④ `fs.readFile(" ", cb);`
- ④ `https.get("URL", cb);`



(A)

const a = 100;

(B)

setImmediate(() => clg());

promise.resolve(() => clg());

fs.readFile("", "", () => {
clg("file");
});

(C)

setTimeout(() => clg("Timer"), 0);

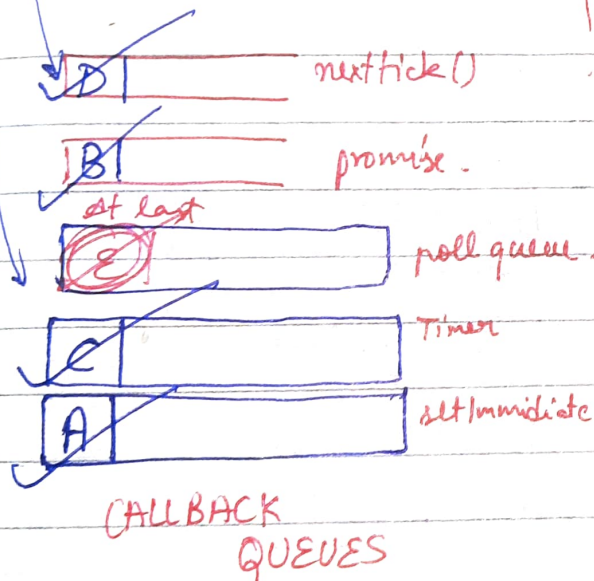
(D)

process.nextTick(() => clg("process"));

function printA() {
clg("a", a);
}

printA();

clg("Last");



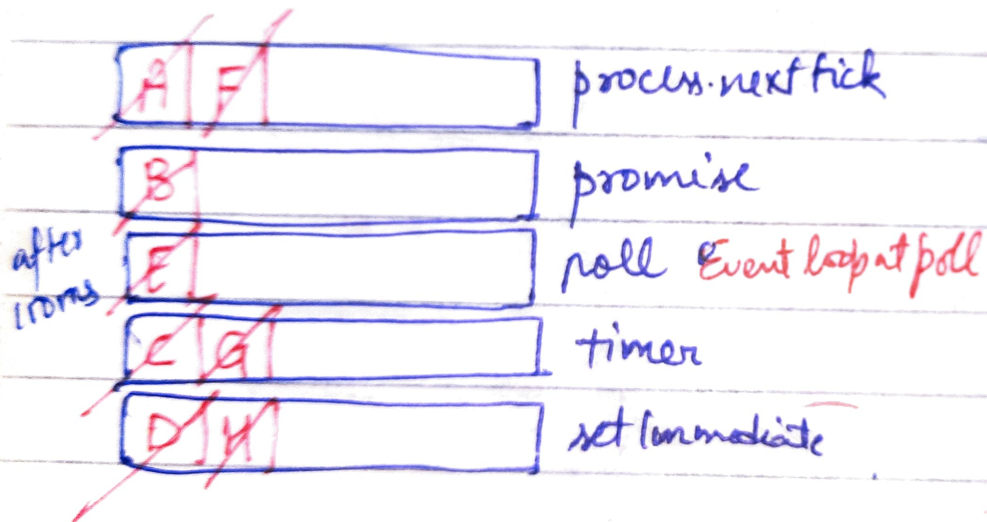
CONSOLE

> a = 100
Last line
timer expired
process.nextTick
promise
timer expired
setImmediate
file read

EVENT LOOP WAITS
AT POLL PHASE IF ALL
THE QUEUES ARE EMPTY.

Semi/Infinite Loop, when it has nothing to do it
waits at poll phase. (When uv_queues are empty)

LOOP STARTS FROM POLL
SO, EXECUTION ALSO FROM POLL



console

> last line of file

next tick

promise

timer expired.

set immediate.

File reading CB.

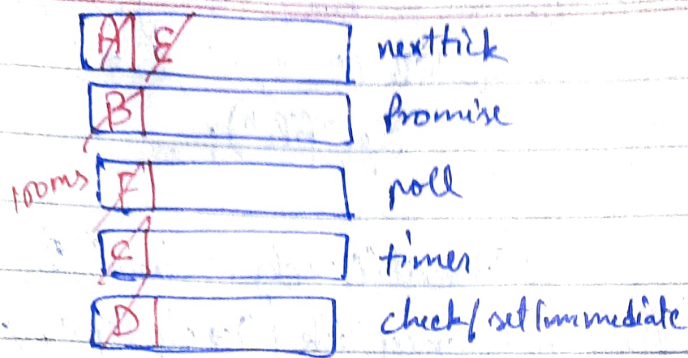
2nd next tick.

~~2nd timer.~~

2nd set immediate.

2nd timer

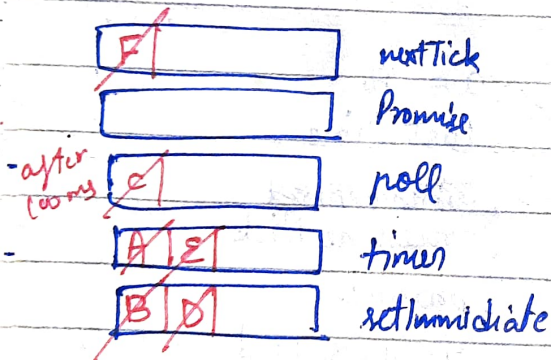
~~nextTick~~ nextTick



> last line of file
nexttick
imminent tick
Promise
timer
setImmediate
file reading

NESTED NEXTICK WILL BE EXECUTED FIRST

Ex:



last line of file
a = 100;

Timer Expired
next Tick
setImmediate
2nd n n
2nd Timeout.
file read

NOTE:

* One tick is the one cycle of the Event Loop.

There are 2 more phases b/w timers & poll.

pending callbacks → executes I/O callbacks deferred to next loop iteration

idle, prepare → only used internally
↳ some checks for poll phase